FIBA 3x3 Women’s Series Handbook
Edition 2023
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Definitions

**Automated Allocation:** Allocation procedure for WS Stops that is open to League-Registered Teams, as per the present Handbook.

**Commercial Team:** A team that is registered to play in the WS Season by a patron. Registration is effective only once both the registration form and the payment of the Season Fee have been received and confirmed by FIBA. At this time, said team is considered registered to the entire WS Season.

**Confirmed Player:** A player that has played for team in a WS Event and is therefore assigned to said team for the entire WS Season in accordance with the provisions of the present Handbook.

**Event Fee:** Registration fee to a given WS Stop paid by a team to play said WS Stop.

**Event Roster:** A team roster of 4 players selected and registered by a team for a specific WS Event.

**Extended Roster:**

(i) For a Commercial Team: a minimum of 3 and maximum of 6 players;

(ii) For a Federation Team: all players that have played at any WS Event for said team or any player part of a submitted Event Roster for an upcoming, not yet played, WS Event; however, transitonally (and not applicable to a Nations League derived team) until the first submission of an Event Roster, its Extended Roster will be comprised by the top 3 ranked nationals that have not been nominated by nor have played for another team;

(iii) For a Guest Team: a maximum of 6 players that have played at any WS Event for said team or any player part of a submitted Event Roster for an upcoming, not yet played, WS Event.

Without prejudice of precedent, after each WS Event, all players nominated during registration to said event, but not yet confirmed, will be automatically taken out of the Extended Roster, except for Commercial Teams, and can be nominated again.

**Federation Team:** A team that is registered to play in the WS Season by a FIBA National Member Federation. Registration is effective only once both the registration form and the payment of the Season Fee have been received and confirmed by FIBA. At this time, said team is considered registered to the entire WS Season.

**Guest Team:** A team, other than a League-Registered Team, that is invited to play in WS Stop via a Wild Card or qualified via WS Qualifier.

**Handbook:** This FIBA 3x3 Women’s Series Handbook.

**League-Registered Team:** Either a Commercial Team or a Federation Team that is effectively registered to play in the WS season.
National Federation: FIBA National Member Federation

play.fiba3x3.com: The official FIBA 3x3 repository for all FIBA 3x3 Competitions, including WS, as defined in Book 6 of FIBA’s internal regulations.

Season Fee: Registration fee to the WS Season paid by a team.

Substitute Player: A Federation and/or Guest Team’s player registered as a potential substitute to play at a WS Event. Federation and/or Guest Teams can register up to 2 potential substitutes for each event until 10 days before the start of the given WS Event. Only the Substitute Player registered for a given WS Event and any Confirmed Player can replace a player from the Event Roster until the technical meeting of the given competition.

Team Manager: A person authorised by the National Federation or patron registering respectively a Federation Team or a Commercial Team following the Appendix 1 of this document, to act on behalf of the team towards FIBA. Idem applies accordingly to Guest Teams.

Verified Player: A player whose eligibility for joining a WS team has been proven by FIBA and marked accordingly in FIBA’s 3x3 Backend.

Wild Card: Invitation to play in a WS Event.

WS: FIBA 3x3 Women’s Series which is a FIBA 3x3 Official Competition for women’s 3x3 teams played as a series of WS Stops and a WS Final, the winner of WS Final being the winner of the WS Season. For the avoidance of doubt, WS Qualifiers are not part of the WS.

WS Event: A WS Stop or the WS Final.

WS Final: The final of the WS, to which teams, in addition to any Wild Card, qualify based on WS Standings of teams following the completion of all WS Stops before the WS Final.

WS Qualifier: A FIBA 3x3 Competition which forms part of the FIBA 3x3 competition network as a FIBA 3x3 endorsed event and which may, if selected by FIBA, serve as a qualifier to a WS Stop without being part of the WS.

WS Season: The period starting on 15 February and ending on 1 November of the same calendar year (or on the day after the WS Final, whichever is later).

WS Standings: The tour standings that is calculated according to the 3x3 Rules of the Game, using WS Team Ranking as ultimate tie-breaker.

WS Stop: A single tournament in the WS other than the WS Final.

WS Team Ranking: The FIBA 3x3 Team Ranking for teams playing WS, maintained and regularly updated by FIBA, based on the FIBA 3x3 Ranking Full Guide as amended and implemented with retroactive effect from time to time.

Note: The present Handbook applies only to women’s competitions.
1. Introduction

1.1. The Women’s Series consists of a series of WS Stops and one WS Final.

1.2. Teams qualify to WS Stops
   • through Automated Allocation based on WS Team Ranking, or
   • through pre-approved WS Qualifiers; or
   • through Wild Cards,
   as further explained in article 6 of this Handbook.

1.3. Teams, other than any Wild Card, qualify to the WS Final through WS Standings, as further explained in this Handbook.

1.4. All FIBA regulations, insofar they are applicable to 3x3 competitions, apply to the WS. This Handbook sets forth the specific provisions for the WS. In case of any conflict or discrepancy, the following hierarchy shall apply (each category to prevail over any category mentioned below it):
   • FIBA General Statutes;
   • FIBA Internal Regulations (Book 6 and, to the extent applicable, also Books 1-5);
   • This Handbook;
   • Other rules, regulations and decisions of FIBA.

2. League-registration

2.1. There are two types of League-Registered Teams:
   • Federation Teams registered by a National Federation; and
   • Commercial Teams registered by a patron.

2.2. Each National Federation, except if acting as a patron, is permitted to register 1 team to play in the WS. As the sole exception to this rule, the top 2 National Federations of the U23 Nations League of the previous season are permitted to register a second team, formed only by U24 players, as further detailed in the FIBA 3x3 National Team Handbook.

2.3. Federation Teams can register to the WS until end of June, Commercial Teams may be registered to the WS at any time during the WS Season.

2.4. Teams are registered for the WS by submitting a fully completed WS registration form (see Appendix 1) by email to 3x3ws@fiba.basketball and once the stipulated Season Fee has been paid.

2.5. Only female players turning 19 years old or older during the calendar year of the WS Season can be nominated, (i.e. become part of an Extended Roster), and registered (i.e. become part of an Event Roster).
3. Commercial Teams

3.1. Once a Commercial Team has been registered to the WS Season, it must validate the team.

3.2. The validation of a team’s Extended Roster shall be done by submitting to FIBA the Player Acceptance Form (Appendix 2) and the corresponding valid passport copy for the nominated players. A player cannot be nominated for 2 different teams nor have played for another team in the same WS Season.

Note: Non-Verified Players will be verified by FIBA. Players only need to become verified once and are then verified for all future FIBA 3x3 Competitions.

Only players with a confirmed profile on play.fiba3x3.com can get verified.

3.3. The Extended Roster of a Commercial Team consists of maximum 6 players without any nationality restrictions.

3.4. Notwithstanding the above, a Commercial Team can change up to 2 players from the Extended Roster during the Season. Each such change is applicable once a USD 1.000 fee has been paid.

4. Federation Teams

4.1. Federation Teams must check the verification of eligibility for all the players that they want to register to an Event Roster or as a Substitute Player for a WS Event. Players only need to become verified once and are then verified for all future FIBA 3x3 Competitions. The verification status of a player can be tracked by the corresponding National Federation in the players section of FIBA 3x3 backend (https://backend.fiba3x3.com). Only players with a confirmed profile on play.fiba3x3.com can get verified.

Note: Player verification may take up to 10 working days. It is the National Federation’s responsibility to request verification in a timely manner.

More details about the verification process may be found at https://fiba3x3.com/docs/3x3-national-teams-eligibility-and-registration-wizard.pdf

4.2. The roster of Federation Teams is not limited during the season. Federation Teams are free to register any player, except those nominated by Commercial Teams and Guest Teams, for each WS Event as long as the player’s eligibility has been verified in advance and the deadlines and other eligibility rules explained in this Handbook are followed.

For the avoidance of doubt, there is no limit in the number of players allowed to play for a Federation Team during the WS Season. However, it should be emphasised that the Event Roster is 4 players, as mentioned in this Handbook.

4.3. Players can only play in a Federation Team that was registered by the National Federation of the country from their verified nationality.
5. Guest Teams

5.1. Once a Guest Team has received a Wild Card or has qualified to a WS Stop via a WS Qualifier, it must confirm its participation and validate the team.

5.2. The confirmation of participation and validation of a Guest Teams roster shall be done by submitting to FIBA the Player Acceptance Form (Appendix 2) and the corresponding valid passport copy for the 4 nominated players of the Event Roster and up to 2 Substitute Players, whereas in case of qualification from a WS Qualifier, 4 of the total 6 players have to be from the team that qualified at the WS Qualifier. A player has to be verified by FIBA and cannot be nominated to 2 different teams nor have played for another team in the same WS Season. Only players turning at least 19 years old in the calendar year of the WS Season can be nominated.

Note: non-verified Players will be verified by FIBA. Players only need to become verified once and are then Verified Player for all future FIBA 3x3 Competitions. Only players with a confirmed profile on play.fiba3x3.com can get verified.

5.3. A maximum of a total of 6 players can play for a Guest Team during the WS Season.

5.4. A Guest Team can become either a Federation Team or Commercial Team, as appropriate, any time during the WS Season subject to complying with the registration process and other requirements of this Handbook.

6. Qualification to a WS Event

6.1. A WS Event is comprised, in principle, by 12 teams. In certain cases, FIBA may decide to reduce the number of teams to 6 or 8 or increase to 14 or 16; in such case, the allocation will be adapted at FIBA’s discretion. If there are more than 12 teams, qualification draw(s) will be organized.

6.2. The WS Stop’s slots are allocated as follows:
   - 1 through a Wild Card in main draw granted by the WS Stop host
   - 1 or more through a WS Qualifier, if any
   - Any remaining slot will be reserved to Automated Allocation, whereas FIBA may allocate slots to FIBA Wild Cards

6.3. Only League-Registered Teams are entitled to participate in the Automated Allocation process.

6.4. In order to participate in the Automated Allocation process, League-Registered Teams must pre-register online and pay an event registration fee of USD 1,500 to FIBA.

6.5. To minimise the administrative burden, teams will have to pre-pay batches of 4 event registration fees (USD 6,000) to FIBA. Any un-used registration fee(s) will be reimbursed to the teams after the last WS Stop of the season.

6.6. Pre-registration for a WS Stop can be cancelled before the Automated Allocation for said stop starts. After a pre-registration has been cancelled, the team cannot pre-register again to the same stop.
6.7. The Automated Allocation takes place 5 Wednesdays before the respective WS Stop, at 1000 UTC (unless otherwise expressly informed by FIBA to all League-Registered Teams). The Automated Allocation procedure shall follow the below process among the pre-registered teams:

- First, (a) a maximum of **3 teams out of the Commercial Teams** will be allocated, by applying in sequence the following criteria:
  - lower number of slots obtained through Automated Allocations thus far during the current Season * (“Automated Slots”);
  - WS Team Rankings (in descending order).
- Second, (b) a maximum of **3 teams out of the Federations Teams** will be allocated, by applying in sequence the following criteria:
  - lower number of slots obtained through Automated Allocations thus far during the current Season * (“Automated Slots”);
  - WS Team Rankings (in descending order).
- Third, (c) if not all slots available in the Automated Allocation have been allocated through the process under (a) and (b) above, the remaining slots are allocated by applying in sequence the following criteria among the remaining pre-registered League-Registered Teams:
  - lowest number of Automated Slots,
  - WS Team Rankings (in descending order).

Unallocated slots after completion of the process under (a), (b) and (c) above become FIBA Wild Cards.

*Adjustments to Automated Slots:
- This number will **decrease by 1** for every win in a current Season’s WS Stop.
- This number will increase by respective 1 or 2 for Federation Teams registering to the season in May or June.
- FIBA will **increase the number** as foreseen in Annex 1.

6.8. Teams allocated via Automated Allocation process shall be obliged to participate in the respective WS Stop with the exception of force majeure proven to FIBA’s comfortable satisfaction. In such case, the slot in the respective WS Stop becomes a FIBA Wild Card.

6.9. In the event a team cancels its participation after the Automated Allocation took place, this team will be sanctioned according to Annex 1 and the corresponding fine will be charged to the team and deducted from the pre-paid Event Fees.

6.10. Teams allocated via the Automated Allocation process shall cover their own international travel expenses to the WS Stop. Local transportation and full-board accommodation for the 4 players from the day before the WS Event to the day after the final is covered by the WS Stop host.

6.11. Teams will be invited to play in the WS Final based on WS Standings after the last WS Stop. Once a team accepts invitation to WS Final within the given timeline, it is considered registered to the WS Final and shall follow the usual players’ registration process. Guest Teams will not be invited to play in WS Final irrespectively of their WS Standings.

6.12. Every team will enter in the WS Standings once registered to a WS Event.
7. WS Qualifier and Team Rosters

7.1. A WS Qualifier can be a stand-alone or a tour; whereas only the final thereof is considered a WS Qualifier. WS Qualifiers can be organized by
- the host of a WS Stop to allocate its Wild Card, or
- a National Federation having registered a Federation Team and having at least 1 WS event in its territory, or
- the patron of a Commercial Team.

7.2. Minimum 2 players from the team that qualified from the WS Qualifier will have to be:
- Part of the Extended Roster of the Commercial Team, or
- Part of the Event Roster of the Federation Team or Guest Team playing in the WS Stops that WS Qualifier qualified to.

7.3. Teams participating in a WS Qualifier must ensure that their team composition would allow them to participate in the WS Stop for which they have the chance to qualify in that WS Qualifier.

7.4. For every WS Event they are participating in, teams shall register their Event Roster of exactly 4 players, who are available and eligible to play/(pre-)register in the event for the given team. Federation Teams are allowed to register 2 potential Substitute Players. The registration of the Event Roster and Substitute Players, if applicable and if any, shall be done at the latest 10 days before the respective WS Event.

7.5. Federation Teams and Guest Teams are allowed to substitute a player from their Event Roster until the technical meeting of the respective WS Event, but only with a player that was registered as a Substitute Player or a Confirmed Player.

7.6. Commercial Teams are allowed to register any player from their Extended Roster, as well as substitute them by another player from their Extended Roster until the technical meeting of the respective WS Event.

7.7. A team with 3 or less players is ineligible to play/(pre-)register, exceptions may be granted in case of force majeure proven to FIBA’s comfortable satisfaction. Team may apply to FIBA in writing for an exception to this provision in advance of an event; exceptions if granted at the entire discretion of FIBA will be subject to USD 1.000 fee.

7.8. In order to be eligible to play in the WS Final, players from Federation Teams have to have played at least one WS Stop; whilst players added to the Extended Roster of a Commercial Team via following the provision of Art. 3.4. are only eligible to play in the WS Final, if they have played at least 1 WS stop during the Season.

7.9. Once a player has played for a team and has become a Confirmed Player for that team, she cannot be added nor nominated to a different team’s Event Roster or Extended Roster in the same season.

7.10. No player can play for two different teams in WS in the same season.
8. Pool Seeding

8.1. Teams are seeded based on the WS Team Ranking and placed in pools and qualification draw based on their seeding number in principle by the Monday before the WS Event at 1600 UTC, but in any event no later than 4 working days prior to the respective WS Event.

8.2. Teams playing a qualification draw, if any, will be pre-seeded after all directly Main Draw playing teams have been seeded and former will be placed in pools via placeholders according to the highest seeded team of their qualification draw.

8.3. If a substitute team enters the WS Event after the official seeding, it will automatically take the place of the substituted team.

8.4. All team seeding numbers will be recalculated when all teams are definitely known, however the pool composition and pool order will remain unchanged.

9. Team Name Rules

9.1. The team name of a Federation Team will be the name of the country of the corresponding National Federation, in English, including a commercial suffix of maximum 10 characters.

9.2. The team name of a Commercial Team and/or a Guest Team will be a unique commercial name not currently used by any other teams and shall comply with the below requirements:
   - Team name can have a length of maximum 13 characters, including spaces.
   - Team name shall be a brand or city name.
     - If team name is a city name, such team name may have a commercial suffix (of maximum length of 10 characters); but city names cannot be used as commercial suffix.
     - If team is a brand name, then such team name cannot have a commercial suffix
   - Names of countries or regions are forbidden (e.g. Chile or Texas), but names of small non-state islands (e.g. Capri, Maui) are allowed.
   - Team’s nationality must be provided by the respective team when registering, whereas such nationality is fixed if team name is a city or non-state islands.
   - Controversial names, or names that in FIBA’s opinion shall not be allowed for any reason (at FIBA’s discretion), are forbidden.

9.3. The team name of a Commercial Teams, of a Guest Team and the commercial suffix of Federation Teams (“Naming”) shall not be associated with companies in the categories reserved to FIBA (i.e. athletic apparel, sports footwear, basketballs, sports equipment, broadcasters if in conflict with other FIBA commitments and naming partner of FIBA 3x3 Women’s Series, if any) and shall not offend morality or common decency nor convey directly or indirectly a political message. FIBA may refuse Naming which can reasonably be interpreted as being obscene or otherwise contrary to FIBA’s values as enshrined in the FIBA Code of Ethics (Book 1, Chapter III of the FIBA Internal Regulations). This applies, without limitation, to any reference to pornography, weapons, tobacco or hard liquor. Naming is subject to FIBA’s approval that will not be unreasonably withheld.
10. Prize Money at WS Events

10.1. Prize money earned at WS Events will be paid directly by FIBA, in principle within a month after the end of the respective WS Event, via bank transfer and after applicable deductions (e.g. fines or local taxes), if any.

10.2. When registering to the WS Season, teams shall provide one single bank account managed by the corresponding Team Manager to which prize money will be transferred. The prize money will be transferred in its totality (after applying applicable deductions, if any) to such bank account only. Teams are responsible for paying the relevant taxes and other charges, if any, on all amounts received from FIBA. The distribution of the prize money to the players is the responsibility and at the discretion of the respective National Federation or patron.

10.3. The teams’ prize money for WS Events (in USD) in current WS Season will be announced prior to WS Season start. Such announcement will become Annex 2 to this Handbook.

11. Standings Due to Force Majeure

11.1. If a WS Event had started (i.e. at least one game has been played) but was not completed (e.g. the final game did not take place) due to force majeure, the non-played games will be decided using the seeding numbers. No score will be attributed to such games, which will be recorded only as W-L (Win-Loss).

12. Sanctions & Fines

12.1. In case of violations of the administrative provisions of this Handbook, in accordance with article 6-126 of the FIBA Internal Regulations, FIBA may at its discretion:
   a) either open disciplinary proceedings and seek appropriate punishment, with regard to the loss and damages generated by the person having committed the violation, pursuant to the applicable FIBA Internal Regulations;
   b) or apply automatically the scale of applicable WS sanctions listed in Annex 1; to be noted that Disciplinary Proceedings will not be opened should FIBA decide to utilise this provision.

12.2. If a team cannot prove the presence of the 4 ready-to-play players of the Event Roster at the technical meeting, that team may be substituted by FIBA and in that case is deemed to have cancelled participation.

12.3. FIBA retains the right to substitute a team at any time if there are reasonable grounds to assume that this team may withdraw (e.g. visa process not followed).

12.4. A disqualified team will not be awarded individual ranking points or WS Standings points at the given event and will forfeit any prize money of the given event. In case a team is disqualified, it will be displayed as “DQF”. Such disqualification will have no impact on standings of other teams in said event.
12.5. FIBA has the right to set off the amount of any fine against a team’s prize money, even if the violation was committed by one member of the team alone and/or if the violation was committed before the fined player joined the team.

13. Team Uniforms

13.1. Teams must bring two set of their own jersey – 1 light colour and 1 dark colour, whereas reversible are allowed. The 2 sets can differ only in colour and shall bear the same markings. The same set of jersey has to be used throughout the entire WS Season and it will require FIBA’s approval that will not be unreasonably withheld.

13.2. Advertising on playing uniforms must be identical for all players of a team.

13.3. If Federation Teams have logos of sponsors on the jersey, the most prominent one has to be related to the commercial suffix.

13.4. Advertising & other signage on uniforms is subject to and has to comply with article 9.3.

13.5. Jerseys require a clearly visible player’s number: minimum height respectively are 5 cm on the front and 20 cm on the back of playing shirt.

13.6. Players may not change their jersey number during the WS Season, irrespective of dark or light jersey. Players must wear the same jersey number during the whole season.

13.7. Team name must appear on the front of playing shirt, the player name must appear on the back.

13.8. The FIBA 3x3 “infinity” logo (see FIBA 3x3 Branding Guidelines) may not be displayed on national team jerseys except if the team wears apparel of FIBA’s licensed partner. In any case, the FIBA 3x3 Branding Guidelines have to be followed.

14. Ancillary Gear

14.1. A rigorous “black is black” policy is applied to Ancillary Gear of Commercial Teams and Guest Teams; any ancillary gear (such as but not limited to headbands, arm-sleeves, armbands, legbands, kneepads, pads and bands of any kind, undergarment, compression layers) other than for medical reasons shall be black with white signage, if any. In case of Federation Teams, Ancillary Gear has to be from the same color for all players of same team.

14.2. Commercial signage is allowed on the Ancillary Gear subject to complying with article 9.3.

15. Other Requirements

15.1. Players and Team Managers are required to download the FIBA3x3 Pro App (“Pro App”) available on Google Play Store and/or App Store.
15.2. Players must have agreed to the terms of the player entry form and upload any required document such as passports before their first participation in a WS Event.

15.3. Players and any other participants will have to follow any protocol, including health protocols, that are available on the Pro App and on fiba3x3.com and updated from time to time by FIBA.

15.4. FIBA strongly recommends players and other participants in WS Season to be vaccinated against COVID-19.

END.
APPENDIX 1 - WS 2023 REGISTRATION FORM

The [National Federation/Patron] of

(Name of the Federation / Patron) (Suffix / Commercial Name)

and the nominated Team Manager for the 2023 Women’s Series season:
(whereas Team Manager is understood to be main point of contact with FIBA)

(Name of the Team Manager)

(E-mail of the Team Manager)

• hereby register a team for the **FIBA 3x3 Women’s Series 2023 Season** as defined in the FIBA 3x3 Women’s Series Handbook
• will cover the stipulated Season Fee and the Event Fee of USD 1,500 for each automatic-allocated event
• hereby acknowledge that in the event of winning prize money, the amount will be transferred by FIBA to the bank account specified below and that the distribution of the prize money is at the discretion of the [National Federation/Patron] (represented by its Team Manager)

Please specify from the 2 options below the account to be used by FIBA for Prize Money:

☐ Prize Money transferred to the official National Federation account registered in FIBA
☐ Prize Money transferred to another bank account, with the following details:

Name of the bank: __________________________________________________________

Account beneficiary name: ____________________________________________________

Account beneficiary address: _________________________________________________

IBAN/Account number: ______________________________________________________

SWIFT/BIC: _______________ ______________________________________________

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Date and place Name (in block letters) of the [President of the National Federation/Legal representative of the patron), his/her signature [and official stamp of the National Federation].
APPENDIX 2 - PLAYER ACCEPTANCE FORM
Only Commercial and Guest Teams

The player

(Name of the Player)

(E-mail of the Player)

Agrees to play the FIBA 3x3 Women's Series 2023 Season
under the conditions set in the WS Handbook and in Player Entry Form, for Team

(Name of the Team)

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Date and place Signature of the Player